

FIG 1

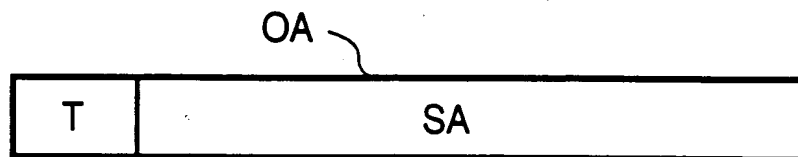


FIG 2

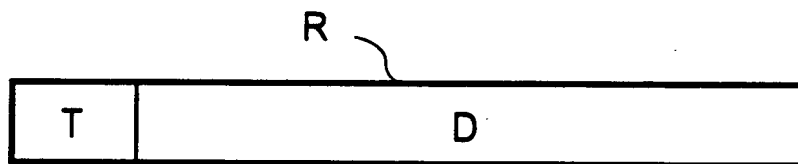


FIG 3

Type 3 Bit	Register Data 32 Bit		
0	Data/ Code Address 32 Bit		
1	Type 3 Bit	Memory Address 29 Bit	
2			Data
3			T Data
4			Data
5			T Data
6	Data		
7	T	Data	

- 36 Bit Register:
- Address:
- Object Address:
- unsigned Character:
- signed Character:
- unsigned Integer:
- signed Integer:
- signed long Integer:
- signed long Integer:

FIG 4

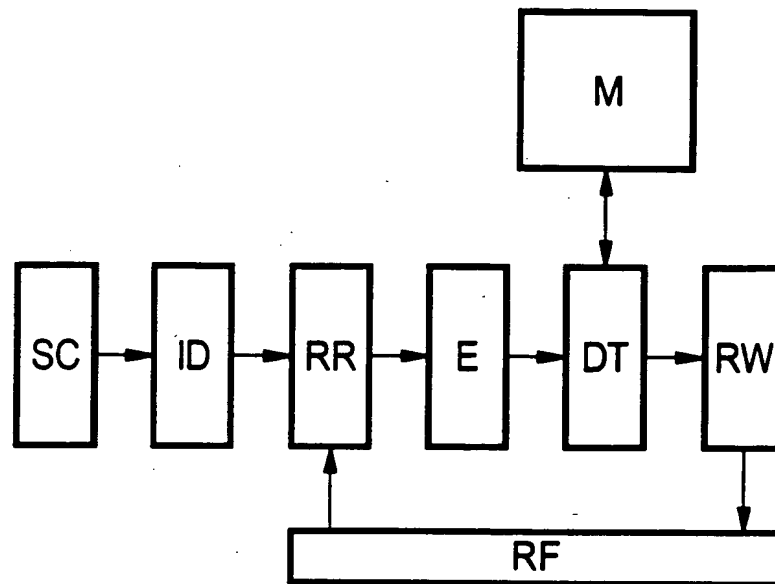


FIG 5

